```
Singleton< SceneManager >
# singletonInstance
+ getSingleton()
# ~Singleton()
# initializeSingleton()
# deinitializeSingleton()
   Audio::SceneManager
  + SceneManager()
  + ~SceneManager()
  + createSource()
  + createSource()
  + createSource()
  + destroySource()
  + playSource()
  + playSource()
  + createScene()
  + getScene()
  and 24 more...
  # internalRenderer()
  # addScene()
  # activationPhaseImpl()
  # updateSourcesImpl()
  # updateListenerImpl()
```